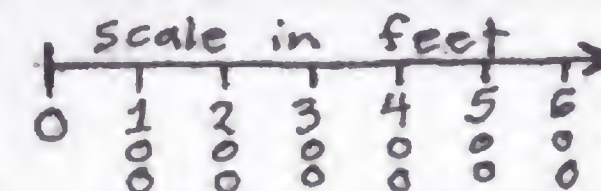


LOST DWARVEN CITY OF DHALD·HOLTH



↑ - GATEHOUSE

Arrowslits,
Dark Elf Guards
Giant spiders,
Troglydte Slaves

B - WATCHTOWER

Dark Elf Guards

h - SUPPORT COLUMNS

Intricately
carved,
Climable

D - TEMPLE

sacked, dwarven ghosts,
stone golem

M - SUNKEN AMPITHEATER

- stream leads to
troglydte slave
caves, fungus
fields

P - STREAM - blind fish, glowing fungi, beetles

X - CHASM - chokers, giant bats, secret passage south
water fall on cliff face

K - STAIRS - descend to lower
end of cave, magic ward of alarm

1 - FORTRESS - ruined, rust monsters,
skeletons

The dwarves who built
this city fled long ago
when the great water
wyrm came to the Sun-
less Sea.

Now dark elves keep
slaves here, working the
fungus fields, breeding
giant lizards.

Much of the city is in
ruin due to the
Chasm, the stream,
and age.

Diverse wild crea-
tures wander the
eastern passages.

X - FUNGUS FIELDS

- shriekers, slimes,
giant lizards

S - DWARVEN STATUE

↑ - TALL HOME - Built Into Wall, Bats, Gargoyles

V - BURROWING TROLLS - maze,
sinkholes

X - LAND SHARKS

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